

# OS product def'n

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- Named disks required / remembering when out
- non Lw pointers required
- ~~dynamic device driver load/unload~~
- No file access permissions (?)
- Append by hack. Read + write by hack.
- multi-read / single write.
- spooling; spooler control files.
- seeks only to long words → must become bytes.
- softlinks / hardlinks (?) [hardlinks impossible]
- random access file creation / file create/truncate contig.
- No disk Readln
- Don't mix read char w/ read block
- No file truncate (?)
- Switch to input events required for applications
- largest string 256; Peculiar string interface. (?)
- spaces in file name. (?)
- Overhead per file 0.8K for co-routine + buffers.
- System mem overhead: code, libs, stack, heap.
- Read block to user buffer but not write from (<sup>Block</sup> interpreted)
- Smarter disk buffer allocation. (?)
- Asynch I/O coding conventions.
- Dequeue packet support in Exec?
- New Debug environment Required
- ~~Multiple message ports Required~~
- App. Support for Exec Timers. / change Exec? / where T.O.D.?
- startup/shutdown support. Required
- understand (chip/ext) memory Required



3/1/85  
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48K in not inc. FP, debug, but does inc  
disk validator (10K) and init (10K)

buffers  
rasterports

CLT = 800 bytes

File sys = 1200 bytes (nothing open) (one per unit)

console handler

600 ~~B~~ ~~4~~ ~~16~~ / vector table

Naive user disk repair required

Drop sector labels / gain another sector (!)

Minimal file is 2K on disk

~~Directory~~ search overhead is high. (?)

1K block - size ~~246~~ 246/block OS overhead.

- change decision required

C interface lib required

New Docs with compat. terminology Required

**brought to you by  
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